Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to **Yes** if you want the player to hold or "tweak" this grab by holding either **Key Pad 4** or **Key Pad 6** during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to **On** if you want the trick animation to play backwards instead of forwards.

Points – The length and complexity of your created trick determines the score of the trick.

Rotation – You can use **Key Pad 9** to toggle player-controlled rotation on or off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate.

When you're finished adding and modifying components and you want to test the trick, press **Key Pad 8** to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the ⬅ directional key plus **Key Pad 4** to make testing easy.

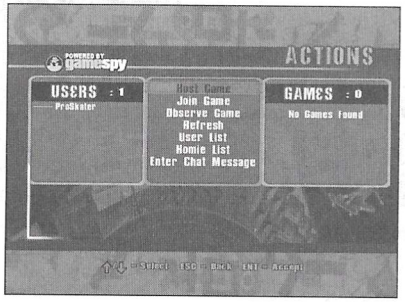
Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your computer's hard disk so that it can be traded online.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to your computer's hard disk. Additional tricks can also be saved individually to the hard disk. See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

ONLINE PLAY AND LAN NETWORK PLAY



The game content of *Tony Hawk's Underground 2* has been rated for Teen audiences by the Entertainment Software Association, but the content of the game may change due to interactive exchanges. Activision takes no responsibility for content external to the game itself. **Please read the terms of use for online play at www.thug2online.com.**

GETTING INTO THE GAME

- To play an online game, select ***Tony Hawk's Underground 2* Online Play** from the Multiplayer Menu. Next, select the skater you want to play with. Then you can Edit Tricks, set your online Player Name and then select **Ready** to continue.
- To play a LAN (Local Area Network) game against other users connected locally on your network, select **Network Play** from the Multiplayer Menu. Then you can Edit Tricks, set your Player Name and select **Ready** to continue.

  Note: If you can't get past the Main Menu, your network is not configured properly. Check your hardware, cables and network settings and try again.

Next, if you're playing online, you'll see a message asking you if you wish to establish a GameSpy® Profile. *Tony Hawk's Underground 2* uses GameSpy® (www.Gamespy.com) for its online matchmaking. (The GameSpy Arcade installer is provided on the *Tony Hawk's Underground 2* install disc in the Extras section.) By establishing a profile and providing GameSpy® with your e-mail address, you'll be able to track friends online via *Tony Hawk's Underground 2*'s Homie List and post your stats online. Visit www.gamespy.com for details on GameSpy® Profiles. Next, select **Play Online** from the Internet Options menu if you wish to immediately play a